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(54) METHODS, APPARATUSES AND SYSTEMS FOR MULTILAYER GAMING

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(57)ABSTRACT

A gaming method includes displaying an image of a multilayer game including a plurality of layers, each layer having at least one plane with at least one symbol position in which at least one symbol is disposed, at least two layers of the plurality of layers being displayed such that the planes of the at least two layers are not coplanar, and at least one layer of the at least two layers having a plurality of symbol positions in which a plurality of symbols are disposed. The method also includes determining a game outcome associated with the plurality of symbols disposed in the plurality of symbols positions of the at least one layer, and a multilayer game outcome associated with at least one symbol in each of the at least one symbol positions of the at least two layers. Gaming apparatuses and gaming systems are also provided.

